



## CAN-AM SPEEDWAY KART RULES

Official Rules and Regulations DISCLAIMER: “The rules and/or regulations set forth herein are designed to provide for the orderly conduct of racing events and to establish minimum acceptable requirements for the orderly conduct of racing events within the Jr., Sr., & Pro Clone Divisions at Can-Am Speedway Karts.

These rules shall govern the condition of all events, and by participating in these events, all participants are deemed to have complied with these rules. **NO EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM PUBLICATION OF OR THE COMPLIANCE WITH THESE RULES AND/OR REGULATIONS.**

They are intended as a guide for the conduct of the sport and are in no way a guarantee against injury or death to a participant, spectator, or official. The Technical Inspector(s) or Director of Racing Operations shall be empowered to permit reasonable and appropriate deviation from any of these specifications herein or impose any further restrictions that in his / her opinion do not alter the minimum acceptable requirements. **NO EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM SUCH ALTERATION OF SPECIFICATIONS.** Any interpretation or deviation of these rules is left to the discretion of the Director of Racing Operations or his / her appointee. Their decision is final.”

It is the responsibility of each competitor and their crew members to read, understand and comply with these rules as written. They are neither foolproof nor exhaustive. They are intended to provide fair and competitive racing for all who participate in this division. The spirit and intent of these rules is the standard that will be used for competition at Can-Am Speedway Karts.

Can-Am Speedway Kart Officials are authorized to decide if an equipment change or addition is an attempt to circumvent these rules or provide an unfair advantage. Officials can and will disqualify any entry in violation of the spirit and intent of these rules. Decisions will be based on common sense, consistency, impartiality, and fairness. If there is disagreement or dispute

regarding the meaning, interpretation, or application of these rules, officials' decisions shall prevail. If these rules do not specifically say that you can add, change, or modify something, then you should consider that addition, change or modification illegal. Any questions about the legality of an addition or modification not covered by these rules must be answered by officials in writing, and their decision is final. Can-Am Speedway Karts reserves the right to alter or amend these rules at any time in the interests of safety, cost control, or fair competition. The safety of each kart and all equipment is the complete responsibility of the driver/owner, and the driver/owner acknowledges this responsibility by participating in any racing activity at Can-Am Speedway Karts.

## **General Track Rules and Procedures**

### **MANDATORY REGISTRATION**

All Drivers **MUST** register in order to race. Youth birth certificates are **REQUIRED** at the Registration Window for proof of age. Late registrations will start tail.

### **COMPETITORS PITS**

You or your crew may not enter a competitor's pit to complain or confront him or her. This offense will result in a fine, race day points, and possible suspension as the officials see fit.

### **ALCOHOL AND DRUG POLICY**

Drinking alcohol or taking any illicit drugs including marijuana in the pits is not permitted during any race event or practice. The driver is personally responsible for anyone associated with their car. If you or anyone associated with your car is found to have been drinking alcohol or taking any illicit drugs including marijuana you and your team will be escorted off of the premises including suspension as Officials see fit. The suspension will include car, driver, and crew.

### **MANDATORY DRIVERS MEETING**

A mandatory driver meeting takes place at each race event. Check the weekly schedule for time.

### **EXITING CAR ON TRACK**

The driver shall not exit his or her car on the racing surface unless there is a fire or injury or an official permit. Failure to follow this rule can result in a fine and / or suspension.

### **HOW QUALIFICATION WORKS**

Heat races determine if you qualify for the feature.

### **SCALES**

You will be told on the 1-way radio how many cars scale after each race.

### **POINTS**

Points for Features are awarded as per the 60-point system in the DIRTcar rulebook.

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## **0.00 CONDUCT**

- 0.0 All drivers shall conduct themselves in an orderly manner. Physical violence or abuse of any individual will subject the offender to immediate removal from the premises and possible suspension of participation. It is our intent to provide a family friendly atmosphere.
- 0.1 Anyone approaching the Flagman or Scorer during a race will be automatically disqualified for the day. This includes drivers, pit crew, family members, and spectators. A second offense will result in ejection for two (2) race days.
- 0.2 Drivers (or parent/guardian of a minor) are responsible for the control and actions of their pit crew members and accompanying guests. Unacceptable actions of crew members may subject the driver to penalty or disqualification and suspension of participation.
- 0.3 All drivers are required to attend all drivers meetings. Juvenile drivers must be accompanied by their crew chief.

## **1.00 ASSUMPTION OF RISK**

- 1.0 Participants assume full responsibility for any and all injuries sustained, property damage, and/or death at any time while on the race premises or en route to and from the facility.
- 1.1 No member will have any claim for expenses or damage against Can Am Speedway or its promoters or officials regardless of negligence.
- 1.2 No insurance is extended to vehicles in the pits or infield.

## **2.00 PROGRAM**

- 2.0 The program consists of qualifying and feature events.
- 2.1 The raceway will determine the number of events, which constitute a complete program.
  - 2.1.1 Management reserves the right, without liability, to alter the pre-announced length or nature of an event if weather, track conditions, driver or fan safety concerns or other factors warrant such a change.
- 2.2 Max Start: 16 Karts
- 2.3 The 3 Spin Rule applies. Drivers who cause 3 yellows will be asked to exit the track.
- 2.4 If/when a yellow comes out with less than 5 laps remaining, any karts 2 or more laps down will exit the track.

## **3.00 KART INSPECTION**

- 3.0 Competing karts are subject to inspection by raceway officials at any time while at Can-Am Speedway Karts..
  - 3.0.1 Such an inspection does not deem a kart safe and free from defects.
  - 3.0.2 Failure to comply will result in disqualification.
- 3.1 All karts must be available for inspection immediately following an event, failure to report to the inspection area will result in disqualification.

- 3.2 There is no implied warranty of safety as a result from publication of, or compliance with the rules.
- 3.3 Competitors are urged to check compliance against the standards before entering competition.
- 3.4 Contact the technical inspector or track official prior to the racing program start time if you wish to have your kart checked.

#### **4.00 DRIVER RACING APPAREL**

- 4.0 Full-face helmets designed for competitive motorsports use that comply with Snell Foundation specifications are required.
  - 4.0.1 Effective January 1, 2017, cameras may not be mounted on the helmet or any part of the driver's body. All cameras/recorders must be securely mounted on top of the body or frame, within the confines of the bodywork.
- 4.1 Full coverage driver gear including: sturdy shoes, socks over the ankle, racing jacket, long pants & gloves are required. NO hoodies, NO sweatpants. No loose clothing while racing! This is to ensure driver safety!
- 4.2 A neck brace designed for racing is required.
- 4.3 An arm sleeve is recommended but not required.
- 4.4 An elbow pad for the right elbow is recommended but not required.
- 4.5 A chest and rib protective gear is recommended but not required. This gear is HIGHLY recommended for rookie and other youth divisions.
- 4.6 Any long hair must be well-secured and kept under the racing helmet.

#### **5.00 KART SAFETY**

- 5.0 All classes follow WKA rules for chassis and safety guidelines.
- 5.1 All karts must have a chain guard, which is designed to retain a broken chain.
- 5.2 Floor pans must be within one inch of the frame from the front of the seat forward.
- 5.3 Seats must securely locate the driver laterally and longitudinally.
  - 5.3.1 Seat must be of one-piece molded construction with no peaks or add-in sections.
  - 5.3.2 Seat must be securely bolted to the frame and not be adjustable while the kart is in motion.
  - 5.3.3 No portion of the seat shall be located rearward of the vertical plane of the rear axle.
- 5.4 Fuel tanks must be securely bolted to the floor pan beneath the steering shaft.
  - 5.4.1 Only one fuel tank is permitted.
  - 5.4.2 Fuel lines will be of adequate length to connect fuel tank and carburetor.
  - 5.4.3 Excessive fuel lines will not be permitted.
  - 5.4.4 No pressurized fuel systems allowed.
- 5.5 Kart must have a minimum of rear brakes.

- 5.5.1 All brake bolts and supports will be pinned or wired and a rotor guard plate will be installed.
- 5.5.2 All karts are required to have a brake rotor guard.
- 5.6 Front & rear bumpers, plus nerf bars are required.
- 5.7 Front spindles must be keyed and pinned.
- 5.8 Rear axle must have snap rings on both sides.
- 5.9 Steering wheel must be keyed or pinned.
  - 5.9.1 The three bolts that hold the steering wheel to the hub must be keyed or pinned.
  - 5.9.2 All tie-rod bolts must be keyed or pinned.
- 5.10 All bodies, side panels and nose pieces must be securely mounted.
- 5.11 Kart numbers must be at least 6" on nose, both side panels and rear number plate.
  - 5.11.1 If the scorers cannot see your numbers properly, you will be asked to change them.
  - 5.11.2 If you do not comply within two (2) weeks then you simply will not be scored.
- 5.12 Burris tires ONLY – No treaded tires.
  - 5.12.1 No limited slip or free-floating hubs.
  - 5.12.2 All rear wheel hubs will be locked to the axle to turn with axle during race.
- 5.13 All weights must be double nutted using a min of 5/16 bolt and painted a bright color with the number.

## 6.00 SCORING, ONE WAY RADIOS, AND TRANSPONDERS

- 6.0 Transponders are **MANDATORY**.
  - 6.0.1 If you do not have a working transponder, you will not be scored.
  - 6.0.2 Transponders are available to rent for \$10/class.
- 6.1 One-way radios are **MANDATORY**.
  - 6.1.1 If you do not have a one-way radio, you will not be permitted to onto the track for Hot Laps, Heat Race, Feature.

## 7.00 GENERAL RULES AND RULE BOOKS

- 7.0 The Can-Am Speedway reserves the right to deny or accept any kart or patron without recourse. The track reserves the right to revoke or cancel the right of any patron or racers claims to be on the premises without refund of any admission, racing or membership fees. It is the responsibility of everyone entering the track to read all rules and be knowledgeable of the rules.
- 7.1 Once a Jr. driver moves up, they cannot move back down.
- 7.2 Drivers will be allowed one drop (DSQ or Refusal of tech may not be used as your drop).

- 7.3 Penalties for any rule violation will be up to the discretion of Can-Am Speedway Track Officials.
- 7.4 AKRA Rule books can be purchased at <http://americankarting.us/akra-rule-book.html>
- 7.5 WKA Rule books can be purchased at <https://www.worldkarting.com/purchase-tech-manuals/>

| CLONE DIVISION   | WEIGHT | PLATE  | AGE     | PIPE   | CLUTCH | ENGINE     |
|--|--------|--------|---------|--------|--------|------------|
| Jr. Red Clone Rookie   | 225    | Red    | 5 - 7   | Weenie | Drum   | AKRA Rules |
| Jr. Red Clone  | 225    | Red    | 5 - 7   | Weenie | Drum   | AKRA Rules |
| Jr. Green Clone  | 250    | Green  | 7 - 9   | Big    | Drum   | AKRA Rules |
| Jr. Purple Clone   | 275    | Purple | 9 - 11  | Big    | Drum   | AKRA Rules |
| Jr. Blue Clone   | 300    | Blue   | 11 - 13 | Big    | Drum   | AKRA Rules |
| Sr. Blue Clone   | 315    | Blue   | 13 - 15 | Big    | Open   | AKRA Rules |
| Pro Clone Light  | 325    | -      | 15 +    | Big    | Open   | AKRA Rules |
| Pro Clone Medium   | 350    | -      | 15 +    | Big    | Open   | AKRA Rules |
| Pro Clone Heavy  | 375    | -      | 15 +    | Big    | Open   | AKRA Rules |
| Pro Clone Super Heavy - Driver <b>MUST</b> be 200# with gear | 400    | -      | 15 +    | Big    | Open   | AKRA Rules |